

I *really* ought to be working on the next chapter of Subprime Directives, but here I am noodling on some ideas for yet another bloody reboot of Fenspace. My priorities are in another castle, along with my marbles. But that is a story for another time, dear reader...

Okay, so the point of this document is to jot down some mostly-disjointed ideas for trying to do it all over again without completely shredding the work that we've done before... which to be honest was what previous stabs at a reboot *were*. I'd rather avoid that if I can, because there's a lot of existing material in Fenspace that I like. There's also a lot of stuff that I think missed the mark, or where we got sidetracked--the whole Haruhi thing was a bad impulse buy that we doubled down on IMO--so it'd be nice if we managed to not do that again, or at least make different mistakes in the reboot. And now I've forgotten where I was going with this.

Right, reboot. Onward.

A LIST OF STUFF TO BE ELABORATED ON IN DETAIL LATER:

- I don't know if keeping our initial divergence point in 2006 makes *sense*, but at the same time changing it to 2016-7 just to reflect the "now" doesn't make a lot of sense either. In all honestly I'm pretty happy keeping it where it is.
- What I would *like* to do in this situation is instead of "just" going five years ahead from the POD we jump a full 20-25 years ahead to a point where handwavium is better established as a thing.
 - What happens in the timeskip needs to be quantified, but in large part we can assume that a lot of what we've had happen over the course of the last ten years of writing covering 2006-2022 more or less happened as read, or with minor changes.
 - Where that leaves LoGG, Iunno. Something to hack out at some other point.
- Handwavium: still ain't gonna explain shit. :)
 - Normally I try to nerf the wave in these things, but enh. As much as some of the handwavium antics kinda annoy me, the magic *is* one of Fenspace's biggest draws. So we'll keep it largely as is, with *one* exception.
 - This also lets us hang onto more of our existing content without having to get too deep into revising all this shit.
 - The *one* exception is FTL. Interwave comms are a thing, so we've got high-speed wifi across the solar system, but wavewarp isn't. The idea is to keep things contained around Sol until our "where we set our scene" in the late 2020s.
- The Danelaw needs to be more active, which is *annoying* when it comes to balancing things but in the end I can't come up with a decent reason why terrestrial governments *wouldn't* try and capitalize on these things. I don't think we ever did.
 - Among other things this means the Shuttle program gets upgraded by NASA instead of spinning off into Artemis.
- I'd like to consolidate things a little more? Like "Earth is for mundanes, Mars is for fen" with splinter groups in the belt and elsewhere. Mars is its own planet, and planets are pretty big. Even with increased interest from Earth it'll take a while for Mars to be too crowded or anything.

- What I'm thinking: Earth and Earth-orbitals tend to be Danelaw stations, orbital habs etc. Luna and the L-points are more mixed populations, Mars is the heart of the Fen community. Everywhere else is explorers, miners, people who want lots of distance from everybody else, etc.
- Like, there's people working to cover Mercury in solar panels or setting up balloon cities on Venus or ice-mining on Callisto but they're minor colonies compared to New Kowloon Orbital or Helium City. Or whatever, I'm just spitballing here.
- Factions... as much as I love the idea of separate fandom nations it got a little too granular & silly. So instead of a hundred different fan groups as governments we've got the Convention as the central government, with a standing police force (quasi-military maybe?) with the factional things being more cultural or internal politics.
 - Example: instead of the Federation being a thing we have the Federationist party within Con politics, trying to steer the Con towards becoming the UFP.
 - This one kinda-maybe-no-it-kind-a-does throw some of the player factions for a loop, like my Soviets or DJ's Pavonis. Still not sure how to square that circle.
 - Some stuff translates easier than others. Stellvia & Greenwood are corporations so they can operate in just about any near-future settings. Roughriders are trickier since they're technically a PMC and, well...
- Fenspace is in general optimistic, but considering how certain things have been stirred up within fandom over the last couple years--gators, puppies, etc.--it might be worth exploring that avenue. We've touched lightly on it with the Turnerites, but at the same time we kinda disavow them as bog-standard jackasses so they Don't Count? Same kinda goes for the Boskonians in general. Iunno.
- Okay, so everything gets established, the Con's a thing, it's been recognized by the UN and whatnot, things are more or less stable as we open in the late 2020s, when we throw the doors open to the possibility of FTL travel!
 - The kicker here is that this is a Danelaw invention. Scientists kicking around with handwavium gravity engines started working on a theory, one thing leads to another and well...
 - As a tip of the hat to Doc Jerry, I'm thinking the FTL here will be a variation on the Alderson Drive.
 - For those who never got into the CoDo/Mote books, the Alderson Drive crosses interstellar distances by going to a "jump point" where gravitational influences between two stars balance out and then uses space magic to hop from one point to another.
 - There's something around 4-7 useful jump points in Sol. Two in-system that get claimed by Earth, the rest in the outer system to be claimed by the Fen. One goes to a decent garden world, the rest are more marginal in scope. Land rush ho!
 - A map of points will follow at a later stage. Suffice to say there's a decent amount of real estate to be looked at, but to get further in you have to survey the new system to find the other jump points.

- Aliens! Obviously not really a thing here until FTL starts but we've got the potential for live aliens and dead ones. We did dead ones (mostly) in the original story, so maybe live ones this time? Not necessarily thinking of war stories--not really my wheelhouse--but a proper FC with actual aliens might be fun.
 - On a personal note I've got a perpetual thing for transplanted-human stuff, so maybe something like that six or ten jumps down one of the chains? Just a thought.
- Characters, characters, characters... I want to hang onto as many of our established cast as possible, because I rather like the majority of 'em. A few might get the axe, but not too many.
 - I don't *think* the majority of our SIs would be officially elderly or anything by the late 2020s, right? If so we can always bullshit up some sort of handwavium antiagathic effect to explain why everybody's still in their prime as they slide into their 50s.
 - There's also space for nextgen characters who grew up in Fenspace and think all the weirdness is normal. Thinking Jade 1.0 of course, but characters like Helen Scott, Mackie/Gaige, Luna Schroeck, etc. would be just as valid--maybe more so depending.

ELABORATING ON STUFF IN DETAIL

FACTIONS: If you go back allll the way to the original thread I used "fractions" instead of "factions" to describe Fen politics--I was on a big Ken MacLeod kick at the time and a good chunk of Fenspace's political landscape was inspired by the hyper-decentralized anarchic world he created in stuff like *The Star Fraction* and the like. But everybody assumed it was just a typo on my part and so factions it became. So it goes.

Anyway. The current faction scene kinda works to make things interesting, but at the same time it feels a little too tribal to be functional. The idea of a nation composed of *just* Trekkies or *just* Warsies or whatever... it's cute, but outside of open parody does it make that much sense? I mean, conventions big and little are a great big mush of different fandoms thrown together; even the most orthodox Star Trek convention is like to have guys dressed up as stormtroopers at it, anime cons don't cater to just one series (even if it can feel like it sometimes with all the Nartuo headbands or Attack on Titan costumes, etc.) there's always a lot of variety on the convention floor. When we split off the Federation as it's own country (or even as its own province), or the Wizarding World or whatever, it feels like we're corralling things into boxes when we shouldn't be? I mean yes, okay, if fans from a specific show *want* to pool together and do something then that's cool and all, but there's no *reason* they have to segregate like that, right?

Some of this is our fault, and it was done with the best of intentions: our individual PC groups--the Soviets, Stellvia, the Roughriders, Grover's Corners, Frigga, Pavonis et. al.--are all walled gardens to an extent so we can play around with idea without causing headaches for anybody else. That's a noble sentiment, but at the same time it makes working *with* the walled

gardens in the broader context of Fenspace as a whole considerably more difficult. So what I'm looking for is a way to thread that camel through the needle: how do we rework factions so we all have our toys *and* can share them at need?

My first thought was to use the timeskip to consolidate the Convention down a little further than it currently is. Instead of having the Federation et. al. as working governments we just have *the Convention* as the government, taking elements from various fandoms (Star Trek as a ministry of science or Science!, Star Wars as a ministry of defense, Nanoha as the foreign office--pause for laughter--and so on) as needed but the factional governments aren't really a thing per se. Losing that level of fiefdom puts some current factions over a barrel--it sure as hell puts *mine* over one--but others aren't all that affected by it. The big question here is how to integrate stuff that we want to carry over into the reboot. That one, I don't have an answer for yet. Sorry.

(i will fix the ordering later, fuck you gdocs)

ON THE SUBJECT OF BOSKONE

I figure we'll have an antagonist faction eventually no matter what we hash out in this document. It's almost inevitable really, we're writing pulp fiction and pulp fiction is nothing without an Antagonist to fight. So, you know, it's going to happen. No worries, we'll find somebody with mooks to beat up.

The problem with Boskone as an antagonist group wasn't that they were evil or even that they were kinda cartoonish to an extent, it was that we (as writers) tried to distance them from the Fen. "Oh, Boskone wasn't *really* fennish, they were a bunch of upjumped drug lords and random Insane Manaics," etc. It made the heroes a little more heroic, I suppose. And that's not a bad thing.

But here's the thing: if the last two years and change of fandom have taught us *anything*, it's that science fiction fandom is *just as full of complete shitheads* as any other part of human society. For all that we puff ourselves up we're just as human as anybody else--even the androids. Everything involving Gamergate and Vox Day's horrible shit was a goddamn eye-opener to the scummier side of fandom that I hadn't really had in a long, long time.

(As an aside, part of the reason I kinda lost a good chunk of Fenspace mojo over the last couple years was directly related to that. I had trouble believing that fandom *deserved* a shot at the glorious spacefuture. And now you know something I've never before admitted publicly.)

So, angsty aside, in the inevitable event we have our pulpy antagonist being pulpy I would like to draw on that darker side for inspiration. Jake actually did some yeoman work on that in his "hard choices" story for Tom. If we're going to be fighting bad guys, let them be less nebulous others and more our own dark mirrors. Literary!

DO WE WANT TO CARRY STUFF OVER?

Yes. The answer is yes. Most of my "brilliant" reboot schemes in the past have involved basically wiping the slate 100% clean and just reimagining everything from scratch, this time I'd really much rather not. We've all done some honestly good work over the last decade of Fenspace's existence & memory-holing the lot just because I decided that I had a better idea is disrespectful to all of the effort you've put in, and while I may be an asshole I'm not that big of an

asshole. So we're not doing that. The point of this exercise is to try and salvage as much as we can, or at least decide what we want to hang onto, then maybe pulling the trigger.

So what do we want to hang onto? Well, I know I want to hang onto my babies & I don't expect anybody else to be different. Beyond that, I don't know exactly.

A LONG, RAMBLING DIATRIBE ABOUT FASTER THAN LIGHT TRAVEL:

FTL travel was poorly implemented in the original iteration of Fenspace.

There, I fucking said it.

Basically the way we made it an integral part of handwavium technology then nerfed it to keep the majority of people in the same solar system, and *then* sprinkled a bunch of earthlike planets around the nearer stars was the wrong move. It breaks verisimilitude to an extent: why would the Fen bother with Mars or Venus when you've got habitable planets around Alpha Centauri and Tau Ceti and Achird and so on? And making this a thing that *any* waved ship could theoretically do from the beginning breaks it a little harder: why are the Soviets the first ones to Tau Ceti when in theory any Fen spacer with a ship with a bathroom could make the trip there just as easily? There ought to be preexisting settlements everywhere in the near stars because while the trip is difficult it's not impossible. When I nerfed the wavewarp specs I hedged my bets, trying to create something that would make for long journeys (to keep people close to Earth) but not something that required huge starships to make the trip (to leave the option open for small author factions).

What I *should've* done was make FTL travel a more recent development instead of baking it into handwavium from the start. So that's what the quarter-baked plan is here. I also wanted to make the big breakthrough a Danelaw advance for any number of reasons that boil down to "there's seven billion or so people down there; they ought to be allowed to do cool stuff too." By offsetting interstellar travel two decades (plus/minus a couple years) from the initial reveal of handwavium that gives us a reason why the Fen would colonize Mars over, say, Chiron or Gallifrey, it allows the Convention to grow and mature a fair bit before tackling the next stage in the great space adventure, and it gives the Danelaw a chance to get a little more comfortable with the weirdness and become more of a functional foil to Fen shenanigans than just the one-dimensional Dursley stereotype.

In terms of mechanics, I favor something like the Alderson Drive. Why? Well for one thing it's the right combination of simple and weird that mundane scientists could stumble over it in the course of astrophysics or handwavium research. Second, the restrictions on the Alderson Drive are much simpler: instantaneous travel from Star A to Star B through the jump point, but you can only travel via the point and only between those two stars. Want to go somewhere else, find a jump point that takes you there. Third, because points within a system can be claimed, that gives the Danelaw something to squabble with Fenspace over beyond "handwavium: threat or menace" nonsense. We can have UN colonies and Convention colonies strung out along different "arm" jumpchains like in Traveller 2300AD if we felt like it.

It's a thought, anyway. I'm open to suggestions.

SOME DISJOINTED THOUGHTS ON THE STATE OF THE SOLAR SYSTEM

"In fair Verona, where we set our scene..."

A lot of the political geography of the solar system depends on how much more involved the Danelaw gets re: handwavium and all the resulting bullshit fallout. In the current canon Earth's involvement is somewhere around "minimal" to "sweet fuck-all" except in certain edge cases like the BT crossover. That was always a dodge based on a pretty small set of data points, and while it provides a certain thematic edge to Fenspace it's (in retrospect) an oddly mean and cynical thing to base something so optimistic on.

So let's say that the Danelaw doesn't outlaw handwavium, or maybe things thaw quicker than they did in canon, and the major space powers (that'd be the US, Russia, the EU, China and India) have decently-sized handwavium R&D programs by the time the reboot opens, and probably each nation has a couple prestige projects that handwavium makes... maybe not *feasible* but *less egregiously a waste of time and effort* underway at this point. Orbital space around Earth, at least as far out to Luna and maybe even out to the Earth-Sol L1 point, would be administered by the UN (read: the spacefaring Security Council nations) and pretty much everything permanent in that sphere would fly a terrestrial flag of some kind, even if it was just a FOC. (Star Empire of Liberia! *Somebody's* gonna be thinking it, mark my words...) All the Danelaw prestige projects I mentioned above would be focused here: everybody has a different one, but I'm thinking huge orbital habitats, solar power satellite arrays, a space elevator... pick out just about anything impressive from old L5 Society newsletters and somebody will either be building it or trying to convince their legislature to build it. On top of that there's a lot of orbital labs, factories, hotels etc. taking advantage of handwavium launch to get business started.

In this milieu, Luna is the jumping-off point, depending on where you're going and what you're doing it's Barcelona, St. Louis or Southampton. Back in the day people might've lit off for wherever in their flying cars (and some still do) but these days we're *civilized*, buster! We'll fly to Luna and then book a slot on a transport so we can actually sleep in a bed en route! Luna's the main destination for traffic heading out from and towards Earth, so it's kinda the big boom city. It'll also have the best-developed Danelaw colonies since they're only a light-second away and easily connected without needing wavetech of any kind.

So where does this leave Fenspace? Well, technically anything that the Danelaw doesn't have any direct control over is "Fenspace," which is most of the solar system. Mars, though... Mars is the best real estate in the system that isn't Earth, and without interstellar travel early in the setting's history letting that slip away would be isolating the fen even more, especially if we're giving the mundanes less wave-phobia to begin with. So the fen settle Mars, maybe they're even the first ones there, maybe not. In any case they're the first ones to put down roots instead of doing the flag-and-footprints thing, and so Mars becomes the main destination for anyone who doesn't want to hack it alone. Most of the big club groups--what'd become the factions in the current version & I still don't know what they'd become in this version--head to Mars and found all the big colonial cities: Helium, Utopia Planitia, etc. Basically the Fen would start building up on Mars the same way the Danelaw builds up around Earth, orbital factories and the like. The Convention would have permanent offices probably on Phobos or Deimos, but the actual convention itself would travel... but that's a story for another time.

The Belt would be the other big area of settlement, since the Convention and the Danelaw would both be harvesting asteroids for industrial purposes. This is probably the most blatantly wild-westy part of the setting, with frontier towns like Frigga popping up then declining

as the rocks get worked out and the miners move on. Not that there's a shortage of material or anything; it's take twenty thousand years or more before the entire Belt was mined out, but little rocks would either get turned into stock for Terran/Martian foundries or bundled up and towed there directly.

Everywhere else would be lightly settled, mostly by scientists or people who deliberately don't want to be bothered by others. Around the 202X point there might be some people looking in the direction of the gas giants seeking ice and volatiles for habitat building or terraforming Mars, but most of that's still on paper at the moment. And yeah, I know that kind of cuts off the Crystal Millennium at the knees by saying that the Convention's concentrated at Mars, but honestly Mars is a *planet*, and planets are big. There's more than enough room on Mars for the crystal cities along with everyone else, if we want to keep the Senshi as a thing. The sky-cities have a certain cool factor to them, but Venus is so nasty that unless the Senshi are trying to hide from the rest of the universe placing them there... Iunno.

(Oh, now there's a thought: the Senshi sky-cities, or at least one floating city, wandering with the prevailing winds on Mars. That could make for an interesting visual...)

FACTIONS, FACTIONS, FACTIONS

Still probably the trickiest circle to square here. The original way we did it was, in the end, too tribal & segregated. The Trekkies are over *here*, the Warsies are over *here*, the Wizards over *there*, etc. I think it kinda broke the culture we were trying to develop to section everything off into little chunks and then scatter them all over the map. And of course that gave us the impetus to do the same thing with our PC factions, which... maybe not the best move if we're even trying to engage in *collaborative* storytelling.

So we need to fix that. Problem is, I still don't have a really good way to do that in mind.

Let's start from the beginning and see if we can't work our way towards a functional answer, yeah? Okay, so 2006 handwavium appears and gets loose into the general public. Most people ignore it or are afraid of it, but certain folk--i.e. Our Heroes--get into it and start messing about. Eventually somebody figures out that it can be used for space travel and the story *really* begins.

Who are the first people to go to space with handwavium and stay there? What kind of group are they? Are they strictly fandom-based, or do they have overlap with other groups like the Makers or hacktivists? How many were there--how many would a handwavium-based expedition *need* to be successful?

Where are they launching from? Probably the First/Second World, but where, exactly? America, Europe, Asia, Pacifica?

What's the motivation for settling in orbit/Luna/Mars? Handwavium refugees make sense for the years *after* the establishment of the fen as a thing, but what's driving the initial rush?

These are the people--let's say '06 to '08/'10--who'll set up the Convention and the initial nature of government in space beyond Earth. If we go by the array of PCs and PC factions that were established in the original run during this period we're looking at a pretty eclectic array of people, without a single property showing itself out as dominant. Most of the PCs are pretty nondenominational, even ones that tend towards a single medium (like, say, Stellvia) have a pretty wide field within that particular medium. In fact, you could pretty well say that most of

them are “fen” in a generic sense as opposed to the stronger tribal pull the NPC “major factions” have.

So, if the PCs (i.e. all the people who’re putting this shit together) aren’t really interested in single-property fandoms, and if we assume (always dangerous, but for the sake of argument) that most other Fen would be similar in outlook if not necessarily degree, then we have to ask the question: why are the NPC factions single-property? Why is there a Federation, a Galactic Republic, a Wizarding World, etc. when the people we’ve created to live in this world don’t seem all that interested in living in that kind of partitioned world?

The thought occurs: Maybe there *are* no big factions.

Hear me out.

Going back to the Fall Revolution books from which this madness sprang, the “fractions” were all effectively microstates living under the thumb of the US/UN hegemony. Each fraction had pretty close to near-total autonomy within its borders, so long as they adhered to certain restrictions imposed on them by the US/UN. Cross that line--and this being a less-than-pleasant hegemony the lines aren’t visible until it’s too late--and the US/UN comes down on the offender, their families and passersby with overwhelming force. This creates a fairly anarchic world carefully tied together with hegemonic duct tape.

Now obviously for the purposes of Fenspace having the Convention be the evil, Orwellian hegemon is a non-starter. Probably. If it isn’t let me know now so I can delete this document and go pick flowers. But I digress. Anyway, so we have the Convention which acts as a hegemon over Mars and the fen outposts in the Belt & elsewhere, “party democracy” in the most literal sense possible as the general Convention bounces from city to city, habitat to habitat every year for the main legislative session. Leaders are elected on a regular basis--Convention Chair-entities, a board of directors, people who can handle executive duties in between parties, bureaucrats, diplomats for dealing with the Danelaw, that sort of thing. The Convention is a UN member, or maybe a UN observer, but it’s recognized as A Nation by the consensus of the 190-odd countries back on the homeworld.

All the *real* fun happens underneath that layer. The Convention is less a traditional nation like the folks downstairs understand it than a federation of microstates, city-states and other miscellaneous kickoffs from the classical nation-state model. Most of these factions are as small as your average rural community, some are even smaller. Only the largest of the city-states even come close to the size of a moderately-large urban community. The factions merge and twist and split off on a regular basis: the pattern is similar to how MMO guilds rise and fall, or how they set up for raid bosses. Larger factions have trouble holding together for any number of reasons, mostly because Fen as a species tend to be argumentative and awkward about *everything* and so circular firing squads lead to one big faction becoming a dozen smaller factions over the course of a long weekend on Facebook.

The Convention holds together for three reasons:

1. It effectively belongs to *everybody*, no matter what flag you fly otherwise. The moving progress of the legislative session & the direct voting on executive gives all fen a thing to claim as their own, even when the neighbors are being jerks.

2. It provides a buffer between the microstates (which probably couldn't protect themselves from kittens for very long on their own) and the Danelaw downstairs.
3. It has some method of enforcing the Convention Rules with overwhelming force. That part I haven't quite twigged onto, but it's faction-neutral and controlled directly by the Con executive.
4. Just to add a fourth one on, there's the fandom illuminati of SMOFcon lurking in the background, all the major movers and shakers from key groups who'd prop up the Convention because it's technically in their best interests for the moment.

Things can get chaotic. Like, factions operate more as a constantly-shifting web of alliances and feuds under the aegis of the Convention than anything like the more staid state of affairs in the current version. Faction A has an alliance of convenience with Faction B and Faction C in order to maintain a supply of left-handed blivets from Faction G in orbit around Ceres in exchange for fresh veggies and imported porn from Earth, which A B and C have contacts to get cheaply. They have a political rivalry with Faction J, are in a low-level infowar on social media with Faction L and are part of Faction M's fifty-year plan to unite the khalassars under the Stallion That Mounts The World. Metaphorically on that last one, presumably anyway.

(In truth this is probably just more acknowledging the ridiculous alliance webs the PC factions would end up putting down anyway, but baking it into the setting maybe makes more sense than doing it on top of something a little more traditional like what we've got right now.)

One of the key bits here is that this allows us to create weird, ad-hoc structures for various things, then tear them down once they're no longer necessary. We can create a "Starfleet" web that does deep interplanetary and interstellar exploration backed by factions that might otherwise loathe each other but share the common goal, or an "Antifa Interplanetary" temporary superfaction dedicated to hunting down and chastising space Nazis.

RANDOM-ASS THOUGHTS ON THE SUBJECT OF HANDWAVIUM

Of all the things that usually get shifted around when I get the reboot bug, handwavium tends to be one of the big changes. Usually, I tend to nerf it to some extent because when you give a creator Literal Magic-In-A-Can things can get kinda weird really quickly, which makes keeping track of things... tricky. Also, a *lot* of the early stuff went for the lolrandom humor take and that stopped being funny about a month into the project. For me, anyway: just about every newbie creator played with things the same way. (Or they ramped up the body horror which... y'know, I get the whole fridge logic thing going there, but *come on* guys. If your first impulse when presented with a fairly light setting is to immediately go full Cronenberg, maybe it's *you*.)

This time, not so much. For all my personal issues with handwavium as it evolved I recognize that that's all they are--personal. The promise of magic-in-a-can capable of doing *anything* within certain limits is the (well, one of the) big appeal of Fenspace for outside creators. Nerfing that too far removes the appeal, or turns the setting into a more basic near-future space opera, like the Expanse with a little more space magic. Handwavium makes us stand out among the crowd, and that's important both for attracting new creative blood as well as for our self-esteem.

If I could (unlikely) I'd like to encourage people to use a little more *restraint* when it comes to handwavium this time around, particularly in the quirks. Maybe not going blatantly for

the comedy option, or reaching for the pun name for the wiki article this time? Funny's okay, but this isn't a straight up comedy setting, or even all that crackish once you get past the inherent silliness of the premise. It helps balance verisimilitude if the quirks aren't nothing but lolrandom stuff for the majority of ships and characters.

The only real change I'd like to introduce into the wave this time 'round is cutting out FTL travel as a thing handwavium can do from the starting gate. I went over why in my FTL diatribe (which I'll probably return to at some point), and I think the reasoning is sound enough. Everything else though is pretty much open game.

(As an aside, at least now we have plenty of research about what the Guiliani administration would look like ahahahahahahaha I laugh because the alternative is curling up under the desk & pretending the world doesn't exist.)